SETA U.S.A., INC.

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EmuMovies

Printed in Japan

NES-C4-USA

CASTLE OF DRAGON™

SETA U.S.A., INC.

INSTRUCTION BOOKLET

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank you for selecting

CASTLE OF DRAGON™

AN EXCITING GAME BY SETA

Please read these instructions before starting to play and keep this booklet in a safe place for reference.

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Caution
Turn off power before removing or inserting game pak into unit.
Do not immerse in Water.
Do not store in extreme temperatures.
Do not clean with solvents such as alcohol, thinner or benzene.

The Dragon Master, DARKLARZA, has been laying siege to Offeria for two decades. King Boros has been forced to live in exile in the mountainous region of Menlary. Geraden, Duke of Menlary, has successfully defended his castle from the hideous Legions of the Undead, but Darklarza's forces are growing in numbers and confidence.

King Boros has offered the hand of his lovely daughter Princess Amoreena to Geraden but the duke has vowed never to marry while Offeria is under the Dragon Master's control.

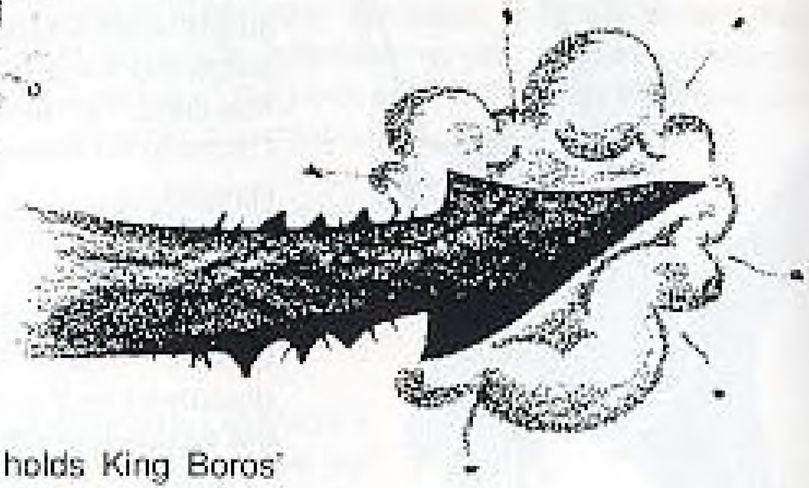
Under the cover of darkness, Darklarza's horde has assaulted Castle Menlary, a bold but futile attempt to seize the last stronghold of the living. As Geraden is fighting his way to the Death Stalker leading the attack, he learns that the entire

battle was only a diversion.

Dragon Cub, the wicked offspring of Darklarza, has dispatched the royal guards and kidnapped the princess, mortally wounding King Boros. Geraden's fate is now clear. He must fight his way to Darklarza Castle to do battle with the Dragon Master Himself.

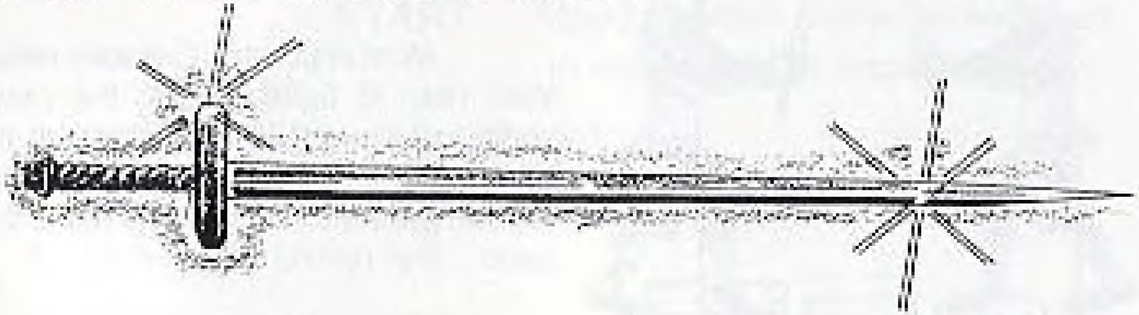
But Darklarza's power makes him virtually invincible. The duke will need many items to help him defeat the scourge on Offeria. The only thing that cannot be destroyed by the dragon's fiery breath are the scales that cover its body.

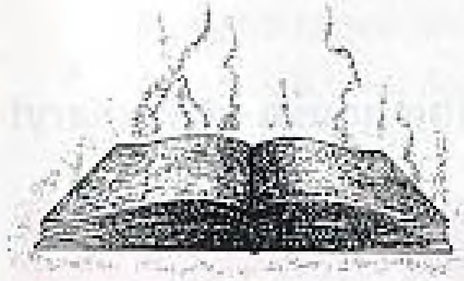
The Dragon Master's dark magic is unbelievable. Part of his magical strength comes from a crystal ball that once belonged to Geraden's mother, Offeria's greatest sorceress.



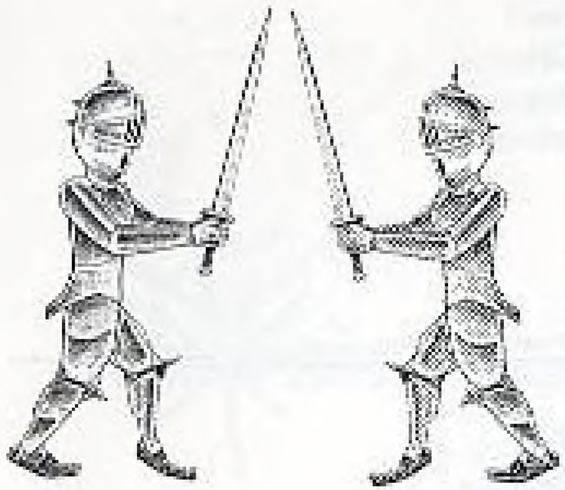
Darklarza also holds King Boros' golden suit of armor. The duke will need this to protect himself from the crushing blows of the dragon's massive tail.

Only one weapon in all of Offeria is strong enough to pierce the flesh of the Dragon Master. Even so, The DRAGON SLAYER is not long enough to do any damage except where the skin is the thinnest.





Even after twenty years of fighting Geraden is still not ready to take on his arch enemy. Darklarza knows this and that is why he has stolen the princess. The duke must now hope that the experience he gains in fighting his way to the castle will be enough to protect him from the Dragon Master'sl spells.



There will be one experience that Geraden cannot prepare himself for. Before he can face the Dark Lord he must first face his most dangerous foe....Himself!

Most important, Geraden needs Your help to fight through the never ending onslaught of the Legion of the Undead. It will be your skill and wisdom that will guide him through the perils that await.

For Amoreena, For the honor of the house of Menlary!

FOR ALL OF OFFERIA!

CONTROLLER FUNCTIONS

SELECT Pause/Resume

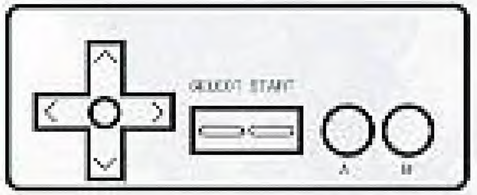
START Used to enter game, enter level in castle and change weapons

^ Not used

< Moves Geraden left

v Drops Geraden to one knee and raises shield

> Moves Geraden right



B Jump

A Attack

BEGIN YOUR QUEST

CHARACTERS

DEATH STALKER
Cloaked specter that throws out balls of ghostly energy.

CYCLOPS
One eyed giant slings burning spheres.

MINOTAUROS
Axe wielding giant. Half man and half bull. All mean!

THE UNDEAD
Hideous zombies that rise from their graves.

IGUANADOS
Reptilian warrior from the Isle of Zaraos

SKELETAL KNIGHTS
Erected from skeletons in the Crypt of Darklarza.

AMPHORG
Creature of the deep forced to live on land by Darklarza.

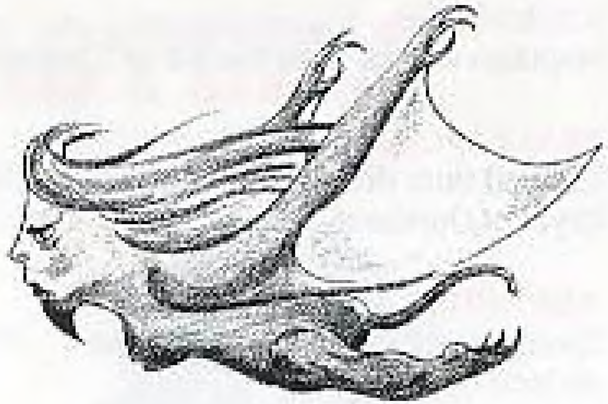
FALCOREN
Once Geraden's hunting falcon, transformed by dark spell.

GHOST KNIGHT
Possessed suit of armor.

ZOMBIE KNIGHTS
Mindless victims of the Dragon Master's horrible spell.

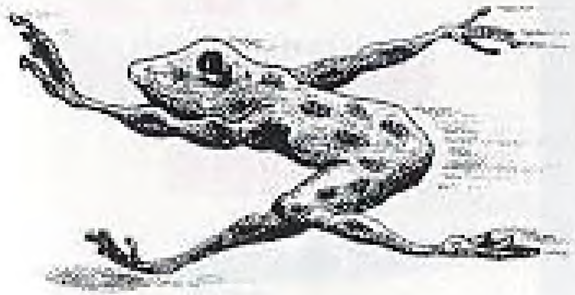
SPHINX
Animated statues from ramparts of Darklarza Castle.

SALAMANDER
Spits acid strong enough to eat through Geraden's armor



MAN-O-WAR
Salamander's Henchman. Lives in damp, dark places.

MEDUSA
Serpent-haired witch. Her gaze can turn a man to stone.



CHESS KNIGHTS
Created from King's chessboard. They play a deadly game.

MALOGS
Forced to roam dry land when Darklarza burned the swamp.

DRAGON WASP
They will try to find a hole in duke's armor to sting him.

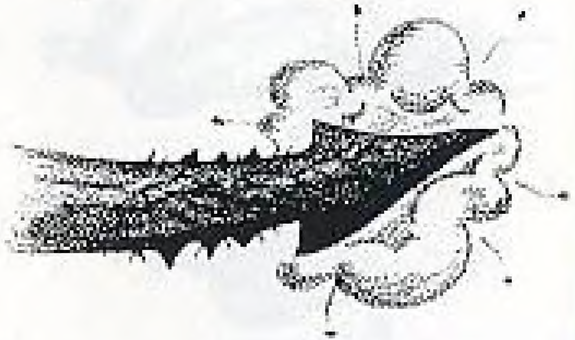
FIREBALLS
Tortured souls of Darklarza's soldiers who have displeased him.

BLOODBATS
Razor-sharp saberlike fangs can penetrate the dukes armor.

DRAGON CUB
Darklarza's offspring. Lacks only his father's magic and size.

QUETZELCOATL
Mythological creature brought to life by evil incantations.

GUARDIAN DRAGON
Guards exit from game room. Will try to crush the duke.



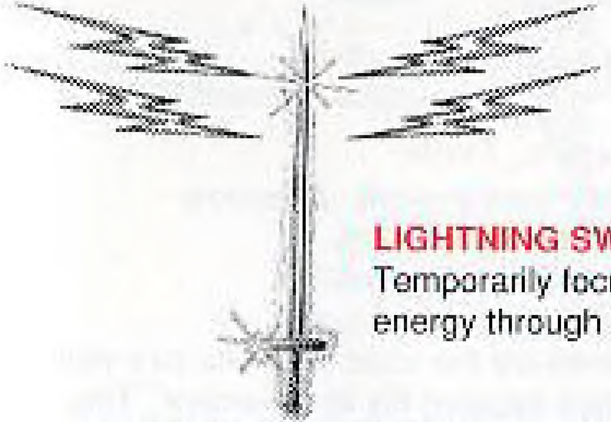
On Geradens Side

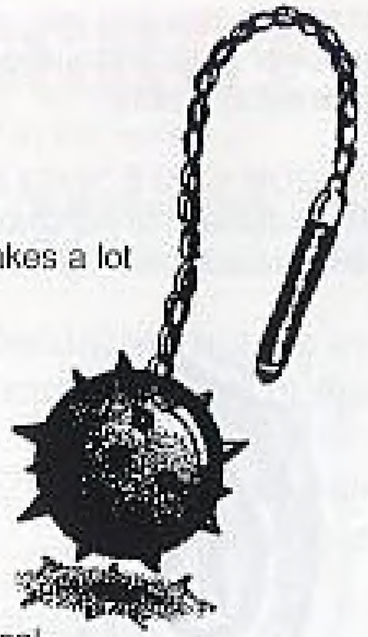
SWORD
Duke's basic weapon. Game is started with sword.

THROWING KNIFE
Doesn't inflict much damage but is very quick.

SONIC SWORD
Emits deadly sound wave. Limited life span.

MACE
Powerful but heavy. Takes a lot of energy to swing.



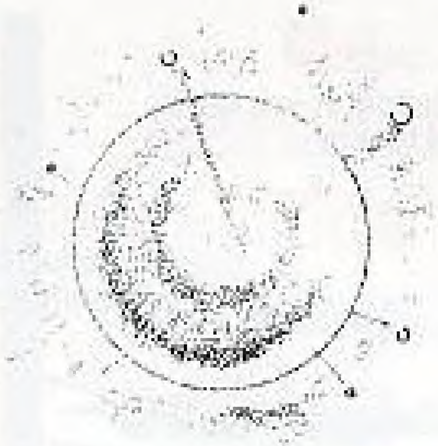


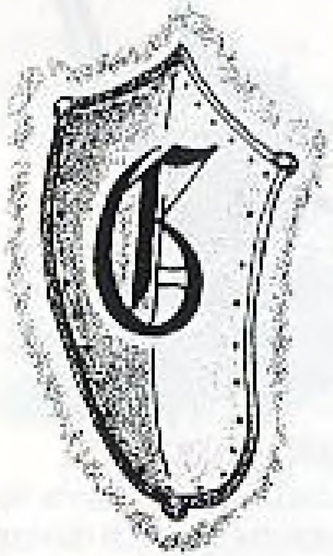
LIGHTNING SWORD
Temporarily focuses electrical energy through Geraden's sword.

GOLDEN ARMOR
Deflects Dragon Masters Spell and lessens physical damage.

CRYSTAL BALL
Source of great mystical power.
Essential to victory.

DRAGON SCALE SHIELD
Only material that will stop
Darklarza's flames.





DRAGON SLAYER
Replaces duke's sword. Awesome
weapon, if used correctly.

FAIRIES
The fairies are the souls of Darklarza's victims
that have escaped his enslavement. They are
the only friends Geraden will bring him the
precious gift of life!

SECRET
Techniques....

Certain Creatures move slower
when Geraden is Jumping.

Darklaza is not the only
scale covered dragon.

Shield is most effective
against swords.

Throwing knives are very effective on
Quetzlcoatl and Guardian Dragon.

Try not to push characters off screen. From there they can
attack you, but you cannot inflict damage on them.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 155 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-0034504.

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